

IN THE CLAIMS

Claims 2 – 4, 6 – 13, and 17 – 19 have been cancelled. Claims 1 and 15 have been amended.

1. (currently amended) A game prize providing method comprising the steps of:
allowing a player to play a prescribed game on a game device;
transmitting a score of the prescribed game to a management server that is connected to the game device ~~[[over]]~~ via a network and manages so as to manage the game device; ~~[[and]]~~

providing the game device with one or more location information data specifying ~~different information providing~~ one or more homepages of shopping sites, [[that]] which provide prize information selected in response to different scores to the score of the prescribed game; ~~via the network~~

upon selection of the desired one of the location data provided online, displaying the homepage of the shopping site designated by the selected location data by the game device using browsing software; and

upon selection of a commodity listed on the homepage, transmitting the selection from the game device to the shop server handling the home page.

Claims 2 – 4 (cancelled).

5. (original) A game prize providing method according to claim 1, wherein the game device is installed in a home or at a game hall.

Claims 6 – 13 (cancelled).

14. (original) A game prize providing method according to claim 1, wherein the prescribed game is a pachinko game whose score is counted as a multiple of the

number of balls that fall into a prescribed hole on a board.

15. (currently amended) A game playing system comprising:

a game device for allowing a player to play a prescribed game;

a management server ~~for connecting~~ that is connected to the game device ~~via a network and for managing~~ so as to manage the game device and that stores a plurality of location data specifying a plurality of homepages of shopping sites providing prize information ~~via the network~~; and

at least one [[a]] shop server handling the homepage of the shopping site [[for]] providing ~~commodities or services via the network~~ the prize information,

wherein the game device performs a method comprising the step of:

~~management server automatically provides the game device with different location information specifying the shop server in response to different scores of the prescribed game notified thereto from the game device, so that the player is allowed to select a desired commodity or service described on a homepage of the shop server specified by the location information based on the score of the prescribed game~~

transmitting a score of the prescribed game from the game device to the management server via the network;

receiving from the management server one or more location data specifying one or more homepages of the shopping sites, each of which provides the prize information selected in response to the score of the prescribed game;

upon selection of the desired one of the location data provided online, displaying the homepage of the shopping site designated by the selected location data by the game device using browsing software; and

upon selection of a commodity listed on the homepage, transmitting the selection to the shop server handling the homepage of the shopping site.

16. (original) A game playing system according to claim 15, wherein the prescribed game is a pachinko game whose score is counted as a multiple of the number of balls that fall into a prescribed hole on a board.

Claims 17 – 19 (cancelled).

20. (original) A game playing system according to claim 15, wherein the game device is a pachinko machine in which a prescribed number of balls are distributed for the player to start a pachinko game and are sequentially shot onto a board, so that a multiple of the number of balls that fall into a prescribed hole without being discharged is counted as a score of the pachinko game.

21. (original) A game playing system according to claim 20, wherein the pachinko machine has a display for displaying images or digits for a lottery, so that when a ball falls into a prescribed lottery activating hole on the board, the display changes its images or digits to check for a match of a prescribed pattern of images or digits designating a big hit for providing the player with a special chance to gain a greater number of balls.

22. (original) A game playing system according to claim 20, wherein the player uses a card for payment of money required for distribution of the balls in the pachinko game.

23. (original) A game playing system according to claim 20, wherein the player enters monetary information allowing the shop server to provide a prize for a consideration of the score of the pachinko game.